```
Point
- x
- y

    radius

- azimut
+ Point()
+ Point()
+ Point()
+ getX()
+ getY()
+ setX()
+ setY()
+ getRadius()
+ getAzimut()
+ getAzimutAsDegrees()
et 10 de plus...
             #upLeftCorner
       Rectangle
# width
# height
# edges
+ Rectangle()
+ getIntersectionPoints()
+ isOnBorder()
+ getEdges()
+ getWidth()
+ getHeight()
+ getUpLeftCorner()
+ operator==()
+ operator!=()
+ operator=()
```